



TECMO | 100% GAMES

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

PROLOGUE

Princess Allura stands wrongly accused of killing her father, King Olaf the Second. The true guilty party is none other than the Princess's own stepmother, the Queen. Together with her waiting maid, Rachel, the only person she can trust, Allura wanders into the "Black Forest" where people believe the Devil has been sealed away.

Using dark powers she gains from a demonic mansion in the Black Forest, Allura cornered and embattled, begins to hunt her pursuers.

Under the influence of this evil power, she kills one human after another, and offers their spirits up to the devil.

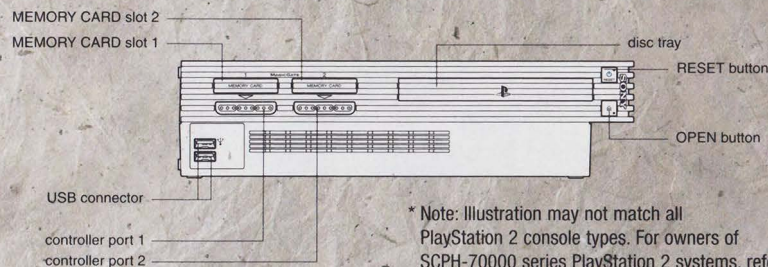
"Who killed King Olaf?" "Will the Devil be resurrected?"
"Why have I been called here?"

Repeat the choices of fate and the truth will gradually be known.
And to what conclusion will Allura finally come to...?

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GETTING STARTED

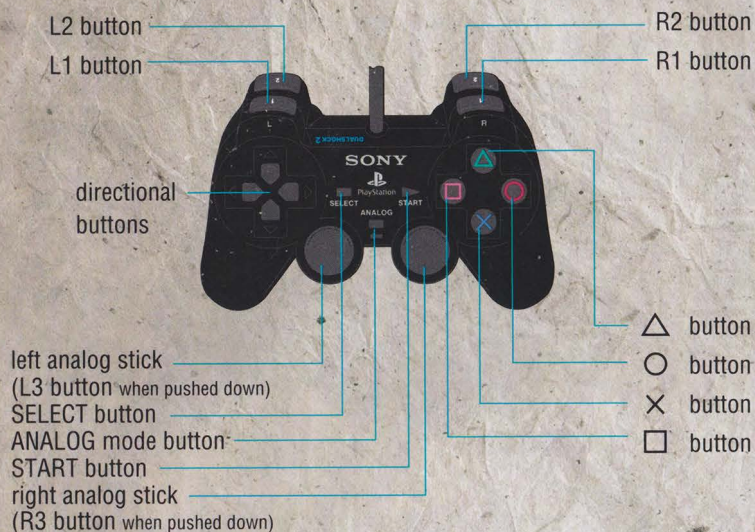


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the TRAP™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



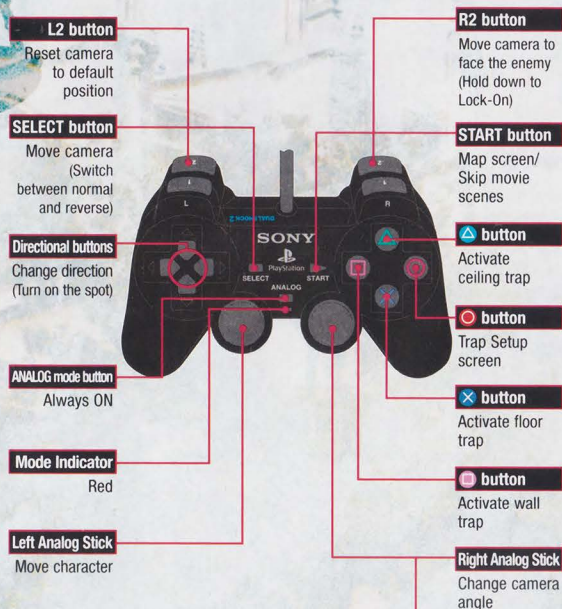
USING THE CONTROLLER

USING THE CONTROLLER

This section explains the button configurations of the game controller. You can change the functions assigned to various buttons used during Trap Battles by selecting "Controller Configuration" on the "Options" screen.(P.10)

Trap Battle Configurations

This section explains the default control configurations for use during Trap Battle scenes.

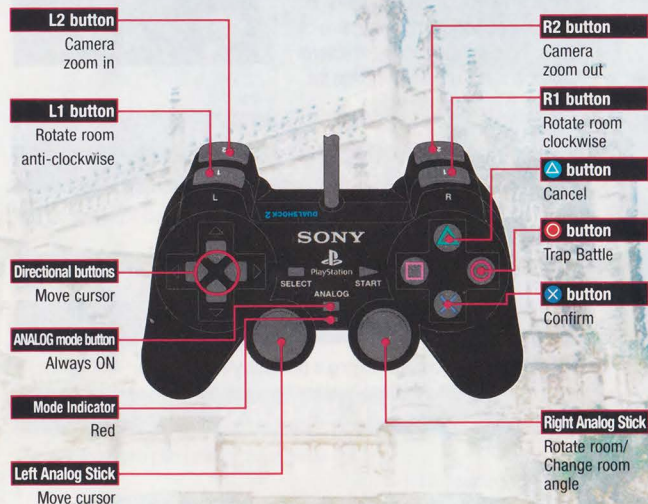


This software is for use with an analog controller (DUALSHOCK™2) to be inserted into controller port 1.

The ANALOG mode button cannot be switched ON/OFF. It is always set to analog mode (the mode indicator display is always red).

The vibration function can be switched ON/OFF from the "Options" screen. (P.10)

Map/Trap Screen Setup Control Configurations



- Control buttons in blue are for situations other than Trap Battles.
- Control buttons in white are required only when setting traps.

STARTING THE GAME

Place the TRAPT™ game disc into the disc tray of your PlayStation®2 system with the label facing up. The title screen will be displayed shortly thereafter.

Press the START button to display the menu. Use the left and right directions on the left analog stick (or the directional buttons) to select an item and press the **X** button to enter your selection.



New Game

Select this option to start a game from the beginning. Select if playing for the first time.

Load Game

Select to load and continue playing a previously saved game.

Please refer to the "Load/Save" section for more details on saved data.

-> p.16 (Loading and Saving)

MAIN MENU

The main menu will be displayed after the title screen.

Use the up and down directions on the left analog stick (or the directional button) to select an item and press the **X** button to enter your selection.



Story Mode

This is the main mode where you can play through the story of "TRAPT."

Survival Mode

Use a combination of 3 traps (ceiling, wall, and floor) to defeat all enemies. A limit of 9 traps can be used.

Load/Save

This is where you can Load or Save game data.

-> p.16 (Loading and Saving)

Option

Change controller configurations and individual settings.

-> p.8 (Options)

Museum

View information and movies obtained in-game here.

Return to Title Screen

Leave the main menu and return to the title screen.

OPTIONS

Select "Options" from the main menu to display the "Options" screen. Individual game settings can be changed here.

If altered game settings are saved under "Save Game Data", and selected and loaded when Play Next commences, play will resume with the new settings.



Game Settings

Sound Mode

Change between Stereo and Mono sound.

Vibration

Turn the vibration feature ON/OFF.

Trap Hit Camera

Select either ON/OFF to have the camera zoom in when a trap springs open.

BGM volume

Adjust BGM volume settings.

SE volume

Adjust SE volume settings.

Exit

Exit game settings and return to the "Options" screen.



Controller Configuration

Select between Type A and Type B controller configurations for use in Trap Battles.

TRAP BATTLE - BEGINNER LEVEL

Princess Allura is unable to use swords or cast magic to defeat enemy intruders directly. She is limited to using traps.

However, depending on your ability to strategically utilize the traps, they can be more effective weapons than swords or magic.

Your goal is to set a trap, lure an enemy, and perfectly time the activation of the trap to seize the intruder.

You may be unsuccessful at first, but setting effective traps comes with practice.

INTERMISSION

You can preview the stage map, assess your enemy's abilities, and select the traps you wish to use before a Trap Battle begins.



Trap Element

Equip Trap

Select the traps to be used in the upcoming mission.

A maximum of 3 of each of the following traps, ceiling, wall, and floor, may be selected. Should you have traps already in your possession, you can choose here which traps you wish to take into battle.

1. Select a trap you wish to use from the window on the right.
2. Select a trap that you wish to replace from the list in your possession displayed in the window on the left.
3. Repeat steps 1 and 2 until fully equipped. Press the button to finish and exit from the "Equip Trap" screen.



Create Trap

Use Warl gained from battles to Create New Traps.

-> p21 (Creating New Traps)

"Intermission" is a section in the game that allows you to prepare for the upcoming mission. The game proceeds as follows:
Intermission > Trap Battle > Intermission and so on.

Information

Player data

View the player's present condition here.



Enemy data

View data on the enemy that will appear in the upcoming mission.

View detailed data on an enemy by selecting their name from the displayed list.

Map Information

View a map for the upcoming mission.

Use the directional button to select a particular room and view it's devices by pressing the button.

Side Story

Side Story mode allows you to play through many short stories which differ from the main game's scenario.

The stories progress using the same timeline as Story mode and enhance your experience of "TRAPT."

Save

Save your game progress up to this point.

-> p.16 (Loading and Saving)

Return to Main Menu

Return to the main menu.

-> p.7 (Main Menu)

Mission Start

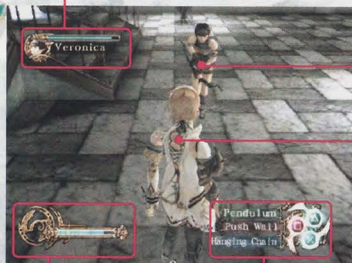
Finish the Intermission and begin a Trap Battle.

TRAP BATTLE

The screen displayed during a Trap Battle shows items such as the player's life gauge, enemy life gauges, and also the details of traps that have been set.

Enemy data

Injuring an enemy reduces their life-gauge. When this gauge reaches "0" they will be defeated.



Enemy

Player's Character

Player's life gauge

The life-remaining indicator gauge. When this reaches "0", the game is over.

Trap Charge meter

This meter shows the traps which can be used. To find out how to interpret the Trap Charge meter, please see the page to the right.

Conditional Disorders

A conditional disorder occurs when a player is injured by an enemy, or when an enemy falls victim to a trap. The actual disorder that occurs will depend on the situation the character encounters. Recovery from a conditional disorder is possible after a certain amount of time has elapsed.

Oil - Enemies catch on fire if the oil is ignited.


Darkness - Enemies become blinded and are unable to see their surroundings.

Anger - Enemies charge towards the player.
This conditional disorder only applies to enemy characters.

Now it's time for a Trap Battle! Traps cannot be activated immediately after setup. It is recommended that you try and predict enemy intruder routes beforehand by viewing the map and then planting your traps accordingly.




Setting a Trap

Begin by setting traps in rooms. There are 3 kinds of traps: ceiling, wall, and floor traps. Select and place your traps according to the type of enemy intruder and the geographical features of the room.

Press the  button to display the "Trap Setup" screen during a Trap Battle. You can set up traps while in this mode. -> p.14 (Trap Setup Screen)



Activating Traps

Activate traps that have been set with the following buttons: Ceiling traps  button
Wall traps  button
Floor traps  button

It is possible to activate 2 or more traps at the same time.

Each trap requires its own amount of "charge time." Traps can be activated when the "Trap Charge meter" displayed on the bottom right corner of the screen flashes.



"Mega Rock" is being charged.
It cannot be activated during this time.



Charge finished.

Recovering Stamina


The player's stamina is indicated by the "Player's life gauge" meter displayed on the bottom left of the screen.

Stamina levels can be recharged by touching a "Heal Circle", which appear throughout the stages. Stamina levels are recharged automatically after a Trap Battle is completed.



*You can also heal conditional disorders with the Heal Circle.

Trap Setup screen

Press the  button during a Trap Battle to display the "Trap Setup" screen.

A maximum of 3 traps can be set per room. Only one of each kind of trap - ceiling, wall, and floor - can be set at any one time.



1. Select the type of trap you wish to set (ceiling, wall, or floor).
Select "Device" to view information on each device in the room.

2. Select the trap you wish to set from the trap list.



3. Select where to set the trap by viewing the map. Use the L1 and R1 buttons to rotate the map and the L2 and R2 buttons to increase or decrease the map size.



4. Select the activation direction for directional traps.



5. Upon completing setup and returning to the game screen, colored markers will appear to indicate trap locations.



Notes on Trap Setup

- Traps cannot be set in corridors.
- Traps cannot be set in places where doors or devices are located.
- "Ceiling traps" and "floor traps" cannot be set in the same block.
- Traps cannot be altered while being activated.

Map screen

Press the START button to display the "Map" screen during a Trap Battle.

You can view enemy data as well as set traps in rooms other than the one you are currently in here.



Return to game screen

Exit the "Map" screen and return to the Battle screen.

Enemy data

View data on enemy intruders currently in battle.

Controls

Confirm the function of each button.

Trap Setup

Set traps in rooms other than the room you are currently in.

1. Select the room you wish to set an additional trap in.



2. Select the type of trap to set (trap setup is identical as per the "Trap Setup" screen).



3. Traps will be ready to use when you move to that particular room.




Restart Mission

Return to the "Intermission" screen for the current stage.

LOADING AND SAVING

Loading game data

This allows you to continue playing from the last saved position.


Select "Load Game" from the title screen or select "Load" from "Load/Save" on the main menu. Use the left analog stick (or the directional button) to select the saved data settings you wish to continue playing with. Press the  button to load your selection.



*Please insert an 8MB PlayStation®2 memory card into MEMORY CARD slot 1 of your PlayStation®2 system beforehand.

Saving game data

This allows you to save your current game progress.

Select "Save" from the "Load/Save" option on the main menu, or, alternatively, select "Save" from "Intermission" to save the current game. Use the left analog stick (or the directional button) to select the data you wish to overwrite and press the  button to save.



One 8MB PlayStation®2 memory card can store a maximum of 5 game data files.

**Saving game data onto the 8MB PlayStation®2 memory card requires a minimum of 64KB free space.

Please insert an 8MB PlayStation®2 memory card into MEMORY CARD slot 1 of your PlayStation®2 system beforehand.

TRAP BATTLE - EXPERT LEVEL

You're battle hardened, competent, and able to skillfully and successfully coax enemies into your devious traps. Let us now continue a step further to enhance your fighting ability.

Combine a sequence of traps and devices for deadly repercussions.

Don't be misled: a particular trap may seem harmless at first glance, but when combined with other traps, its effects can be lethal.

Refer to the following information to create effective trap combos and for hints on upcoming stages.

TRAP COMBO

Inflicting injury causes the damage section of an enemy's life gauge to redden, and immediately hitting the enemy again with yet another trap results in a "Trap Combo."

The "Ark Multiplier" is set for each trap and your stores of Ark will increase when a cleverly set trap hits an enemy.

A bright stone, the "Soul-tier", appears around an enemy according to the number of Ark obtained. These stones will be converted to "Warl" upon collection, which is required for creating new traps. Aiming for high amounts of Ark, and proactively collecting "Soul-tier" are key strategies for winning the battle.

Please note that continuously seizing an enemy with the same trap during a combo will not increase the number of Ark you receive. When creating a combo, try to sequence as many different kinds of traps as possible.

Basic Combos

Begin by challenging yourself with simple combos.

Timing the release of ceiling and wall traps is tricky, and misjudging this allows the enemy to escape from harm's way. In these instances, utilize an easily timed floor or wall trap to stop the enemy in his tracks before seizing him with a more complex and lethal trap.

[Example] Send an enemy flying with a Spring Floor trap and then drop a Mega Rock.



"Trap Combo" refers to hitting an enemy with a sequence of traps. Combos inflict serious injury on an enemy, and increase the amount of Ark earned. Challenge yourself!

Advanced Combos

The number of traps that can be setup in one room is limited to 3. However, by switching between different traps during a combo it is possible to utilize more than 3.

[Example] Send an enemy flying with a Spring Floor (floor trap) and restrain with a Magnet Wall (wall trap). During this time, enter the "Trap Setup" screen and set up a Blast Bomb (floor trap). The charge for the Blast Bomb will finish as the Pendulum (ceiling trap) carries the enemy across, so activating the Blast Bomb will result in a 4 hit combo.

Creating New Traps

Use Warl obtained during battles to create new traps.

Warl is created from the stones, "Soul-tier" which appear according to the number of Ark earned when a trap seizes an enemy.



Create new traps by selecting "Create Trap" from "Trap Element" during "Intermission".



Create Trap - Select "Create Trap" to display a list of traps that have not yet been obtained.

Here, select the trap you wish to create from those highlighted.


Conditions for Creating Traps

- You cannot create traps if you do not have enough "Warl."
- You cannot create high grade traps if low grade traps of the same type have not yet been created.

ROOM DEVICES

Devices

Several "devices" have been pre-set in each room from the beginning.

You can view the devices available by selecting "Map Information" from "Information" at "Intermission" or the "Trap Setup screen" which is displayed by pressing the  button during a Trap Battle.



There are various kinds of devices throughout the mansion including those that are activated by switches and those that are activated by traps.

Activating Devices with Traps

Devices which cause pillars and barrels to move can be activated using traps.

Additionally, there are many other ways to activate devices.



Switch Style Devices

Switch devices are activated when traps or humans make contact with them. You can confirm which switches activate which devices at "Room Devices" on the map screen.



Other Devices

There are numerous other devices already active in the castle including massive rotating gears and spouting columns of water.

Effectively utilize these devices by luring your enemy closer and closer.... until you spring your trap, and launch or drop the enemy with the help of a sneaky device.



Powerful "Devices" have been set in each room.

Don't limit yourself to only using your own traps. Use these room devices to increase the damage inflicted upon an enemy. Try to experiment by creating combos with these devices using the same techniques as those from "Trap combos."

Dark Illusion

Dark Illusion is a large scale gimmick hidden within the castle.

Dark Illusion is activated when specific conditions are met allowing you to create grand scale combos.

One of the many traps will be introduced here, but many more still remain hidden away. Do your best to search them out.

Melody of Scream

A man-eating music box

A gigantic music box looms ominously in the silent mansion...Until.... Awaking from its long slumber, it viciously devours a human being.... The box then begins to glitter, churning out a sorrowful melody.

Conditions for Activation:

The Entrance, Black Forest Mansion

1. Light the candles in the room using a trap.
2. Lure the enemy towards the patterned floor area on the first floor area of the room.
3. The man-eating music box is activated!



STRATEGIC HINTS

Lure Enemies into Traps

The first enemies to appear in a room tend to come straight towards a player's character. With this in mind, try setting a trap and waiting behind it (from the player's view, place your character closest to you) until an enemy approaches. Activate the trap when the enemy is near.



Predict Enemy Routes

Traps cannot be activated immediately after set-up, so waiting for your trap to activate without a plan for outsmarting your opponent can be dangerous.

Ideally, a trap should be set and ready to be activated before an enemy enters the room.

Use the map at "Intermission" to check the location of enemies. This will help you create subsequent tactics based on the layout of the castle as well as tell you the devices in each room and the geographical features of each room. Try to predict enemy routes and setup traps in rooms based on those routes beforehand.

Using the Geographical Features of the Room

Take advantage of gravity by rolling rocks and barrels down stairs and slopes.



Dropping electrically charged items into waterways and ponds causes the electricity to spread, shocking anybody or anything that enters the water.

Keeping these ideas in mind, and noting the geographical features of each room, will ensure that you safely create effective, lethal tactics.

INFORMATION

This information will deepen your understanding of the world of "TRAPT."

Many other characters and traps will appear in addition to the ones introduced here.

Search them out while playing through "TRAPT."

CHARACTERS



Allura

Allura is the heroine of this story. Once the princess of Fronenberg, she became caught up in an ugly plot taking place in the palace. With no other choice, Allura was forced to flee the palace where she was born and raised. After fleeing the castle, she became possessed by the Hand of Evil in the forest mansion. The Hand of Evil, a part of the Devil, gave her magical powers to control traps. With this power, she faces her enemies one after another...



Rachel

Allura's maid, who is responsible for her education and well being. Rachel is one of Allura's few allies. For Allura, she is not only her maid but also a substitute mother, sister, and friend. Her existence is irreplaceable.



Catalina

Second wife of King Olaf. King Olaf's constant longing for his previous wife hurt Catalina's pride as a woman. This has led to her having a strong hatred towards Allura, who is the daughter of this previous wife. Catalina has taken advantage of the King, who has become a mere shell of a man, and hatched a plot to rule the kingdom herself.



Jais

A knight of the kingdom. He was brought up in an orphanage, but always dreamed of becoming a knight. Jais has been named the best swordsman in Fronenberg. He strives to save orphans like himself, but the kingdom has continued to fall into disorder in contrast with his desires.



Ada

A notorious female thief. Having excellent technique with knives has also led her to work as an assassin. It seems that she was involved in the assassination of the king, and there is a lot of mystery surrounding her actions. Occasionally, she gives advice to Allura, however.....



Hertzog

His skills in the military arts have enabled him to rise to the rank of Chief Guardsman. He is disgusted at the fact that the King and Allura have neglected their administrative duties toward the country in critical situations. Because of this, he now cooperates with Queen Catalina. His ultimate goal is to create an ideal country.



Mayte

The keeper of the mansion where the devil has been sealed away. Mayte has already seen one kingdom fall due to the Devil's evil power, and is concerned that history may repeat itself. She has warned Allura, who has become the pawn of the Devil, not to kill humans.

TRAPS

Ceiling traps

Iron Ball

An iron ball that drops onto enemies and crushes them. Activate it on stairs and slopes to increase the chances of smashing an enemy.



Basin

The Basin is representative of the falling type traps. Once it hits, the impact is so great that you'll never stop worrying about what's above your head.



Wall traps

Push Wall

The Push Wall appears out of nowhere from the surface of plain looking walls, pushing everything in its path. Increase its effectiveness by combining it with other traps.



Guilty Lance

Multiple sharp spears spring out from the walls piercing any enemies who are caught in their way.



Floor traps

Banana Skin

This has been used since ancient times in pranks and is a popular type of trap. It is said that the damage it causes is more mental than physical.



Hellfire

Pillars of fire rise upon activation of this trap. Hellfire has the ability to affect multiple enemies at once.



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To receive this warranty service:

1. DO NOT return your defective disc to the retailer.
2. Notify Tecmo of the problem requiring warranty service by calling (310)944-5005. Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective disc, and return your disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to:

Tecmo, Inc. PMB#5553
21213-B Hawthorne Blvd.
Torrance, CA 90503

This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the disc develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for \$10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the disc or replace it with a new or require disc. If replacement discs are not available, the defective disc will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATION:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENTS SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provision of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TECHNICAL SUPPORT: (310) 944-5005

Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.

www.tecmogames.com

